

## CLAIMS

The invention is claimed as follows:

- 5    1. A gaming device having a bonus game comprising:
  - a plurality of groups of symbols;
  - a plurality of bonus values associated with the symbols;
  - at least one win-group outcome associated with at least one of the symbols in at least one of the groups, the win-group outcome including a plurality of the bonus values in said group;
  - 10                         at least one termination outcome associated with at least one of the symbols in at least one of the groups;
  - an achievement outcome;
  - a display device which displays the symbols; and
- 15                         a processor in communication with the display device, which: (a) enables a player one select one symbol in each said group; (b) provides the player with the bonus values associated with the selected symbols; (c) provides the player with the win-group outcomes associated with the selected symbols; (d) terminates the bonus game if the player picks any selection having the termination outcome; and (e) provides the player with the achievement outcome if the player picks one selection in each group without picking any selection having the termination outcome.
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2. The gaming device of Claim 1, which includes a win-group outcome associated with at least one of the symbols in a plurality of the groups.

3. The gaming device of Claim 1, which includes a win-group outcome  
5 associated with at least one of the symbols in each of the groups.

4. The gaming device of Claim 1, wherein the win-group outcome includes all of the bonus values associated with the symbols in said group.

10 5. The gaming device of Claim 1, wherein the win-group outcome includes all of the bonus values associated with the symbols in said group not previously selected by the player.

15 6. The gaming device of Claim 1, which includes a termination outcome associated with at least one of the symbols in a plurality of the groups.

7. The gaming device of Claim 1, which includes a termination outcome associated with at least one of the symbols in each of the groups.

8. A gaming device having a bonus game comprising:
- a plurality of groups of symbols;
  - a plurality of bonus values associated with the symbols;
  - at least one win-group outcome associated with at least one of the symbols in at least one of the groups, the win-group outcome including a plurality of the bonus values associated with the symbols in said group;
- 5 at least one termination outcome associated with at least one of the symbols in at least one of the groups;
- a display device which displays the symbols; and
- 10 a processor in communication with the display device, which: (a) enables a player to select symbols in said groups; (b) provides the player with the bonus values associated with the selected symbols; (c) provides the player with the win-group outcomes associated with the selected symbols; and (d) terminates the bonus game if the termination outcome is associated with one
- 15 of the selected symbols.
9. The gaming device of Claim 8, which includes a termination outcome associated with at least one of the symbols in a plurality of the groups.
- 20 10. The gaming device of Claim 9, which includes an achievement award provided to the player if the player selects at least one symbol in each group without selecting one of the symbols having an associated termination outcome.

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11. The gaming device of Claim 8, which includes a termination outcome associated with at least one of the symbols in each of the groups.

12. The gaming device of Claim 11, which includes an achievement award  
5 provided to the player if the player selects at least one symbol in each group without selecting one of the symbols having an associated termination outcome.

13. A gaming device having a bonus game comprising:

10 a plurality of groups of symbols;  
a plurality of bonus values associated with the symbols;  
at least one win-group outcome associated with at least one of the symbols in at least one of the groups, the win-group outcome including a plurality of the bonus values in said group;

15 at least one separate move outcome associated with at least one of the symbols in at least one of the groups;  
a display device which displays the symbols; and  
a processor in communication with the display device, which: (a) enables a player to select symbols in said groups; (b) provides the player with  
20 the bonus values associated with the selected symbols; (c) provides the player with the win-group outcomes associated with the selected symbols; and (d) prevents the player from selecting additional symbols from one of the groups when one of the move outcomes is associated with one of the symbols in said group which is selected by the player.

14. The gaming device of Claim 13, wherein a separate move outcome is associated with at least one of the symbols in a plurality of the groups.

- 5 15. A gaming device having a bonus game comprising:
- a plurality of groups of symbols;
  - a plurality of bonus values associated with the symbols;
  - at least one win-group outcome associated with at least one of the symbols in at least one of the groups, the win-group including a plurality of the
  - 10 bonus values in said group;
  - a termination outcome associated with the symbols or bonus values associated with the symbols in at least one group;
  - a memory device which stores the bonus values, the win-group outcomes and the termination outcome;
  - 15 a display device which displays the symbols; and
  - a processor in communication with the memory device and the display device, which: (a) enables a player to select one symbol in each of the groups; (b) provides the player with the bonus values associated with the selected symbols; (c) provides the player with the win-group outcomes associated with
  - 20 the selected symbols; and (e) terminates the bonus game when said termination outcome occurs.

16. The gaming device of Claim 15, wherein the termination condition is a predetermined number of symbols selected by the player.

17. The gaming device of Claim 15, wherein the termination condition is a predetermined total accumulation of bonus values provided to the player.

5        18. A gaming device having a bonus game comprising:  
                a plurality of groups of symbols;  
                a plurality of bonus values associated with the symbols;  
                at least one win-group outcome associated with at least one of the  
                symbols in at least one of the groups, the win-group outcome including a  
10        plurality of the bonus values associated with the symbols in said group;  
                a display device which displays the symbols; and  
                a processor in communication with the display device, which: (a)  
                enables a player to select symbols in said groups; (b) provides the player with  
                the bonus values associated with the selected symbols; (c) provides the  
15        player with the win-group outcome and terminates the bonus game when the  
                win-group outcome is associated with a selected symbol.

19. The gaming device of Claim 17, wherein the processor displays the  
                bonus values associated with a selected symbol after the processor  
20        determines that the selected symbol is associated with a win-group  
                symbol.

20. The gaming device of Claim 17, which includes an additional award provided to the player if the player selects at least one symbol in each group without selecting one of the symbols having a win-group outcome.

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21. A gaming device having a bonus game comprising:  
a plurality of selection groups;  
a plurality of symbols in each selection group;  
a plurality of bonus values associated with the symbols in each

10 selection group;

at least one win-group outcome associated with one of the symbols in each selection group, wherein each win-group outcome includes at least one of the bonus values associated with the symbols in each selection group;

an achievement bonus value;

15 a display device which displays the selection groups and the symbols;  
and

a processor in communication with the display device, which: (a) enables a player to select symbols in said groups; (b) provides the player with the bonus values associated with the selected symbols; (c) provides the player  
20 with said win-group outcomes associated with the selected symbols; and (d) provides the achievement bonus value to the player if the player selects at least one symbol in each of the selection groups without obtaining a termination outcome in said bonus game.

22. The gaming device of Claim 21, wherein the win-group outcome in each selection group include all of the bonus values associated with the symbols in said selection group.

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23. The gaming device of Claim 21, wherein the win-group outcome in each selection group includes the bonus values associated with the symbols in said selection group not previously provided to the player.

O P E N A T T R I B U T E S

24. A gaming device having a bonus game comprising:  
a plurality of selection groups;  
a plurality of symbols in each selection group;  
a plurality of bonus values associated with the symbols in each  
5 selection group;

at least one win-group outcome associated with one of the symbols in  
each selection group, wherein each win-group outcome in each selection  
group includes all of the bonus values associated with the symbols in said  
selection group;

10 at least one termination outcome associated with one of the symbols in  
each selection group;

a display device which displays the selection groups and the symbols;  
and

15 a processor in communication with the display device, which: (a)  
enables a player to select symbols in said selection groups; (b) provides the  
player with the bonus values associated with the selected symbols; (c)  
provides the player with said win-group outcomes associated with the selected  
symbols; and (d) terminates the bonus game if said termination outcome is  
associated with one of the selected symbols.

25. A method of providing a bonus game in a gaming device, said method comprising the steps of:

- (a) triggering a bonus game;
- (b) displaying a plurality of groups of symbols to a player;
- 5 (c) associating a plurality of bonus values with the symbols;
- (d) associating at least one win-group outcome with at least one of the symbols in at least one of the groups;
- (e) associating a plurality of the bonus values in said group with the win-group outcome;
- 10 (f) enabling the player to select symbols in said groups;
- (g) providing the player with said bonus values associated with the selected symbols;
- (h) providing the player with the win-group outcomes associated with the selected symbols;
- 15 (i) terminating the bonus game when the player picks a symbol having an associated terminator;
- (j) providing an achievement bonus to the player if the player picks one of the symbols in each group without selecting a symbol having an associated terminator in any group.

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26. The method of Claim 25, which includes the step of associating the win-group outcome with all of the bonus values which are associated with symbols in said group.